PGA TOUR 96

EA SPORTS

3DO
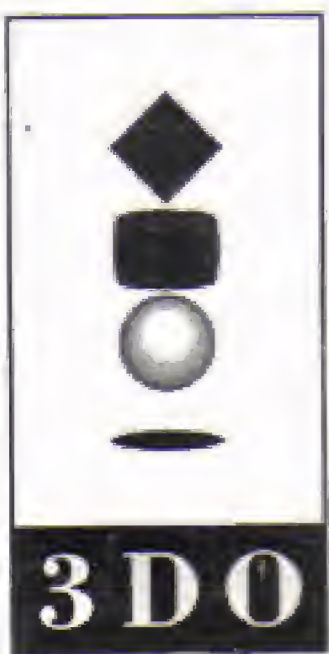
KIDS TO ADULTS
K·A
AGES 6+

PGA TOUR 96

WARNING:

READ BEFORE USING YOUR 3DO
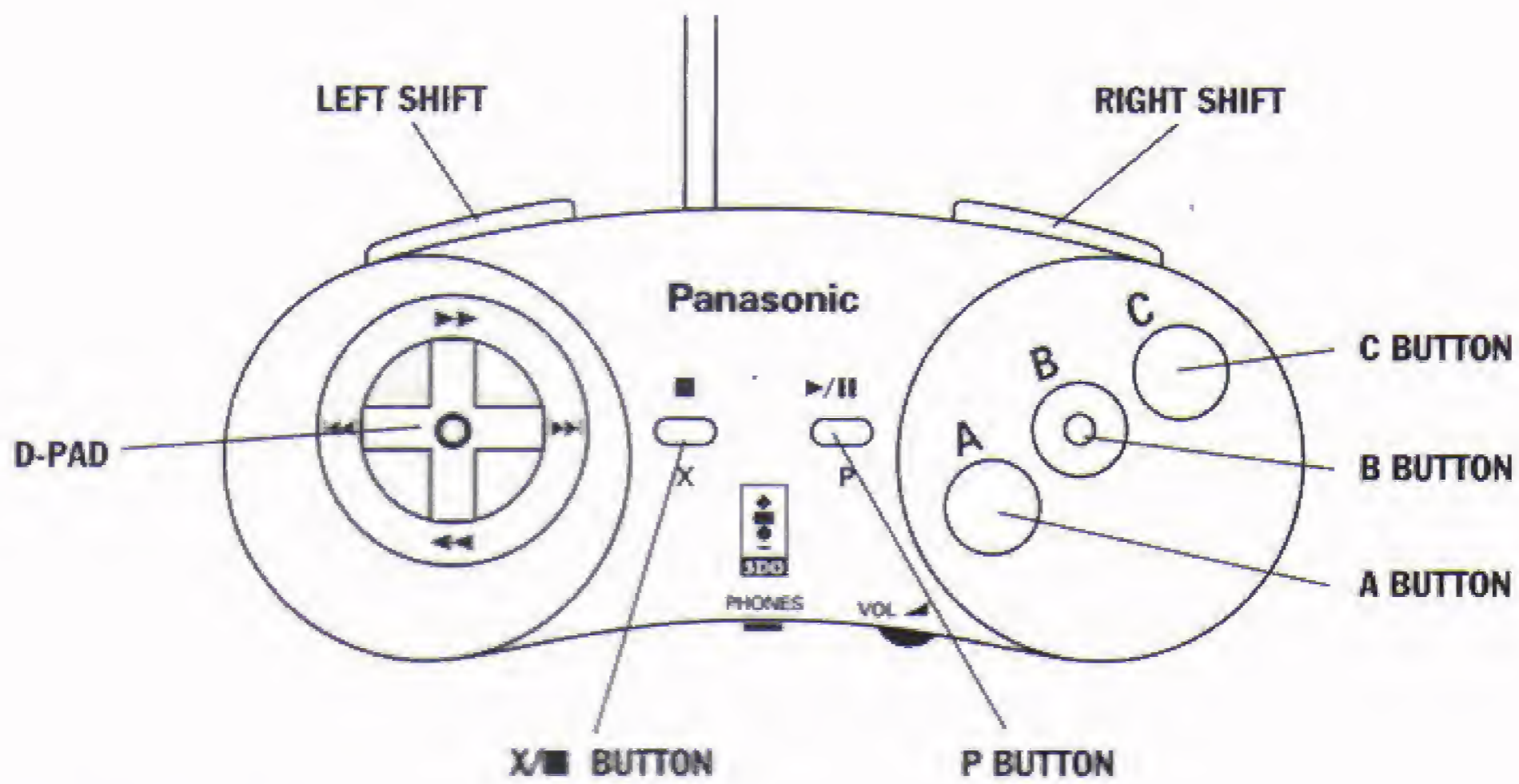### INTERACTIVE MULTIPLAYER SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

PGA TOUR 96

COMMAND SUMMARY

IN THE MENUS

Highlight options	D-Pad ⇔
Cycle through options	D-Pad ⇔
Select an option	**C**
Exit a menu and go back a screen, without selecting options	**A**

ON THE COURSE

Hit the ball	**C** (press 3 times to hit the ball)
Adjust the Targeting arc	D-Pad
Increase draw	**LShift** + D-Pad ⇐
Increase fade	**LShift** + D-Pad ⇒
Increase backspin	**LShift** + D-Pad ⇓
Decrease backspin	**LShift** + D-Pad ⇑
Club up	**LShift** + **A**
Club down	**LShift** + **B**
Display Target Lie	**RShift** + D-Pad ⇑
Display Settings menu	**B**
Shift View perspective left/right	**RShift** + D-Pad ⇔
Center (default) View perspective	X/■

WELCOME TO PGA TOUR 96!

Here it is, the only game that lets you experience golf at its most competitive and exciting—golf on the PGA TOUR®! EA SPORTS and the PGA TOUR present the most realistic looking golf game for the 3DO Interactive Multiplayer, including 3D championship Tournament Players Club courses complete with hills and valleys. Players can play as or against 9 PGA TOUR pros, whose actual digitized swings are in the game. When you enter a Tournament, you'll be competing against the entire field of 58 pros! From the dirt from a divot, to the pressure of sinking a fifty-foot putt for the dough, you'll discover what it's like to really play on the TOUR.

- PGA TOUR license
- 9 featured PGA TOUR pros
- Three championship courses from which to choose: TPC at Summerlin, TPC at Sawgrass, and TPC at River Highlands
- Digitized golfer swings (photo realistic)
- Instant Replay—reverse angle available
- Digitized sounds
- Save players, statistics, and games
- Different game modes: Tournament, Stroke, The Skins™ Game, and Match Play.
- Mulligans and Gimmies

STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer.™ The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Open your 3DO disc tray.

4. Insert your *PGA TOUR 96* game disc into the disc tray (label side up) and close the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

5. The *PGA TOUR 96* introduction and title screens appear, followed by the credits. Press any button to exit these screens and go to the Main menu.

THE MAIN MENU

From the Main menu you select the game mode you want. There are four options available.

PLAY A ROUND — This option lets you play on your own or in a group of up to four players in a round of nine or eighteen holes on any one of the three Tournament Players Club (TPC) courses. If you choose a one player game, the game sets you up for a round of Stroke Play and sends you to the Course Selection screen. (See *Course Selection Screen* on page 12.) When you golf in a group of two to four players you can choose Stroke play, Match play or The Skins Game. See *Scoring* on page 23 for a description of each scoring method.

TOURNAMENT — Here you compete against a field of professionals for cash and reputation. No "mulligans" or "gimmies" are allowed, and all players tee off from the blue tees.

PRACTICE HOLE — Select this option to play a practice hole on any one of the three featured courses. See *Playing a Practice Hole* on page 5.

CONTINUE GAME — This option appears only when you've saved a game. See *Save Game* on page 22.

- To scroll through your saved games, D-Pad ⇕.

- To resume a game, D-Pad ⇔ to highlight the green ✔ and press **C**.

- To remove a saved game, highlight REMOVE and press **C**.

- To return to the Main menu, press **A**.

SELECTING OPTIONS

The ways in which you select options and navigate the different setup menus throughout the game are the same; learn them here and use them everywhere.

- To highlight options on a menu/screen, D-Pad ⇕.

- To cycle/toggle through different options, D-Pad ⇔.

- To select a highlighted option and continue to the next menu/screen, press **C**.

- To back out of a setup or option menu/screen and return to a previous screen, press **A**.

All default options are listed in **bold** type.

PLAYING A PRACTICE HOLE

Before you enter a Tournament and play for mass quantities of cash, you might want to try playing a practice hole on the course of your choice. You play with a generic player, and statistics are not kept.


To play a practice hole:

1. From the Main menu, select PRACTICE HOLE. The Course Selection screen appears.

2. Select a course to play. D-Pad ⇕ to cycle through the three courses, and press **C** to select. The Hole Selection screen appears.

- To see a video of the course, D-Pad ⇔ to highlight the movie reel icon and press **C** to select.

3. D-Pad ⇕ to cycle through the 18 holes. An overview of the hole, yardage, and par appear on the screen.

4. When you've decided on a hole, press **C**. An overview of the course appears, then commentary on the hole, and you are taken to the tee.

After playing the hole, you return to the Course Selection screen.

PLAYER LIST

After you select a game mode from the Main menu (except Practice Hole), the program displays the Player list. It's here that you set up your scorecard by selecting one to four players.
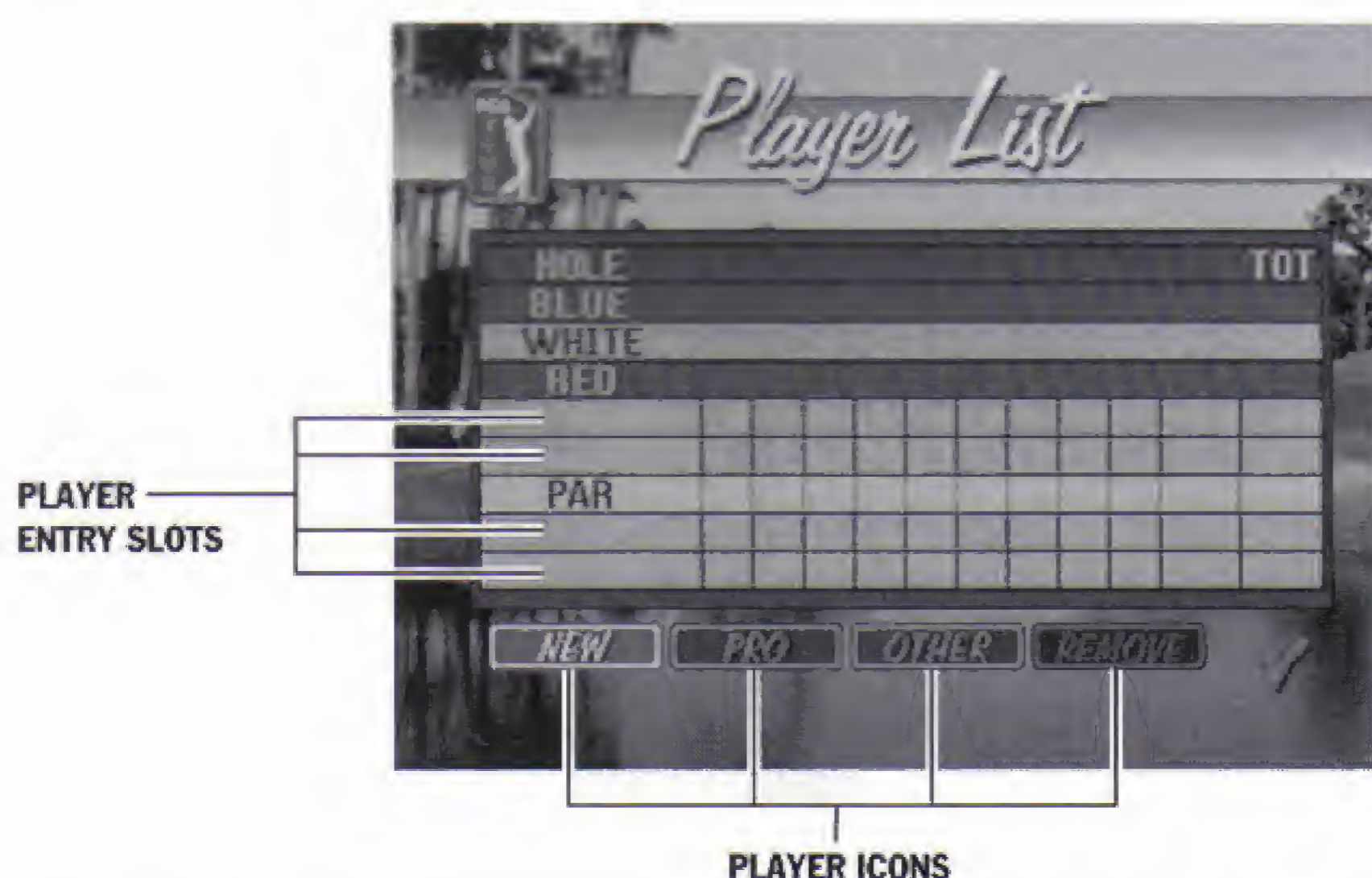
The Player list consists of a scorecard with Player entry slots, and four Player icons.

To select players to add to your scorecard:

1. D-Pad ⇕ to move the highlight carat to a Player entry slot.

2. D-Pad ⇔ to highlight one of the four Player icons: NEW, PRO, OTHER, and REMOVE.

3. Press **C** to select the Player icon you want.

NEW

When selected, this icon displays a blank Players card on which you can enter a name and create a new player. You can accumulate statistics under this player name. There are four different non-pro golfer animations, each one assigned to a Player entry slot. You'll need to familiarize yourself with the animation assignments if you want to select a particular animation at the beginning of a game.
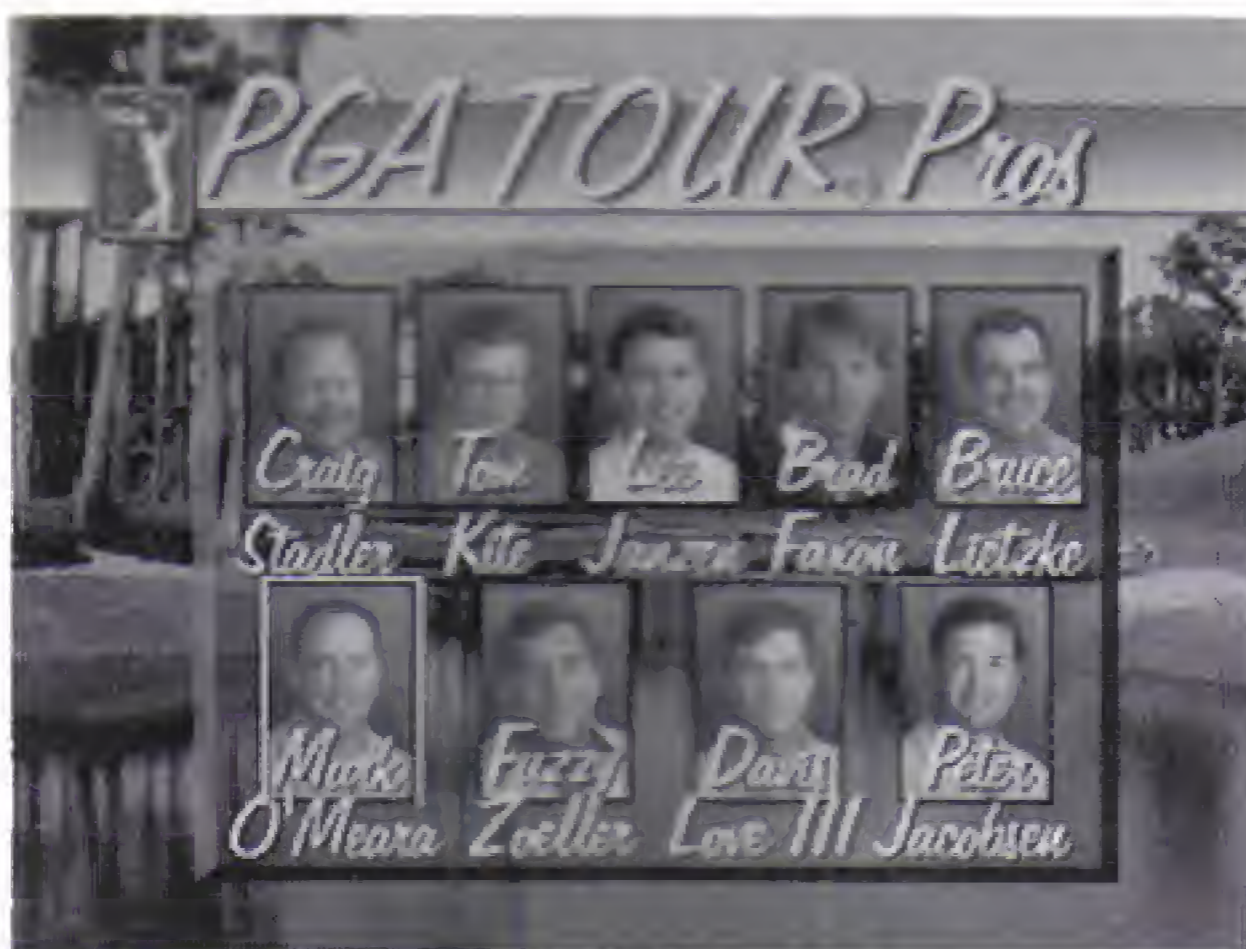
To create a new player:

1. Select NEW from the Player icons. The Players card appears.

2. Enter a name at the Players card: D-Pad ⇕ to cycle through the different characters; D-Pad ⇔ to move between characters.

3. Press **C** to enter the name. The Golf Bag screen appears. See *The Golf Bag* on page 9.

PRO

This icon displays the nine featured PGA TOUR professionals.

To select one of the featured professionals:

1. D-Pad to highlight the PGA pro you want, and press **C**. The Pro Info screen appears. You'll hear an audio tip from the selected pro.

- You can "Play As" or "Play Against" the selected pro. When you "Play As" the pro, you control the pro. The word "as" appears in front of the pro's name on the game screen.

- When you "Play Against" the pro, the computer controls the pro.

2. D-Pad ⇔ to toggle the highlight between "Play As" or "Play Against." D-Pad ⇕ to view the other pro's Info screens.

3. Press **C** when you've made your selection. The Golf Bag screen appears. See *The Golf Bag* on page 9.

OTHER

This icon brings up a list of all created players. When you create a new player, the program adds the name to the list of players, where it remains until it is removed.

- To select saved players, D-Pad ⇕ to highlight a player name. D-Pad ⇔ to the green ✔ and press **C**.

- To delete a saved player, D-Pad ⇕ to highlight a player name. D-Pad ⇔ to REMOVE and press **C**.

NOTE: *You cannot delete a saved player from a game that is currently saved.*

REMOVE

To remove a player from the Player list:

1. D-Pad ⇕ to highlight the player you want to remove.

2. D-Pad ⇔ to highlight the REMOVE icon, and press **C**. The name is removed from the current Player list.

GOLF BAG

Whenever you create a new player, you must select clubs for that player. Sixteen clubs (and the putter) are shown on the Golf Bag screen, with twelve already selected. When a club is selected for the bag, the club head appears in the box showing the name of the club and its distance potential. (The distance potential can change, depending upon the Level you've chosen. See *The Rules Screen* on page 10.) You can carry a maximum of fourteen clubs, including the putter.

- To add a club to the bag, D-Pad in any direction to highlight the club you want. Press **C** to select the club. The club head appears if there's enough room in the bag.

- To remove a club from the bag, D-Pad in any direction to highlight the club you want to remove. Press **C**. The club disappears, opening up an empty slot in your bag.

- To exit the Golf Bag screen, use the D-Pad to highlight the green ✔ in the right corner of the screen, and press **C**. The Rules screen appears.

THE RULES SCREEN

The Rules screen is the place to set the Level, Caddie, Gimmie, Mulligan, Tee, and Pad options. These settings can be changed once you're on the course via the Settings menu. See *The Settings Menu* on page 19.

LEVEL

The different play levels affect the size of the contact band at the bottom of the Swing arc, the speed of the Power bar, and a club's distance potential.

At **NOVICE** level, the contact band is widest, making it easier to shoot straight, and the Power bar moves at its slowest rate. When you miss the center of the contact area the resulting hook or slice is not very pronounced. Also, the maximum club distances are at their shortest.

At AMATEUR level, the contact band is thinner, the meter moves more quickly, and hooks and slices are more pronounced. The maximum club distances are in the mid range.

At PRO level, the contact band is very thin, the meter moves fast, and hooks and slices are greatly exaggerated. Also, the maximum club distances are at their longest. Great skill is required to place shots accurately.

CADDIE

Your caddie not only carries your bags, but assists in your club and shot selection. You don't have to take your caddie's advice, but it's a good place to start your decision process. Following are descriptions of the caddie levels.

It's important to note that the three caddie levels reflect the skill level of the player, not the skill level of the caddie. Hence, the novice caddie offers the most help, and the pro caddie offers the least.

The **NOVICE** caddie gives you the most assistance. It recommends the swing arc backswing distance (marked by a yellow band on the Swing arc) and selects the appropriate club, taking into account the ball lie.

The AMATEUR caddie recommends the swing arc backswing distance and selects a club without taking into account the ball lie.

The PRO caddie gives you the least assistance. It does not recommend the backswing distance and selects a club without taking into account the ball lie.

GIMMIES

A "gimmie" is a putt so short that most players don't require their opponents to actually putt the ball into the hole. When you take a gimmie, a stroke is added to your score and that hole is completed. When you're playing in a Tournament, Match Play, or in a Skins Game, no gimmies are allowed.

MULLIGANS

Simply put, a mulligan is "take back." When you take a mulligan, you replay your last ball as though you'd never hit it. Not available in Tournament, Match Play, or Skins Game game modes.

TEE

There are three different tee areas from which you can begin a hole. The red tees are closest to the hole. The white tees are farther back, and the blue tees are farthest back.

PAD

Select this option to assign a control pad to each player. The number of control pads you can select from is dependent upon the number of control pads you have plugged in (maximum 4 control pads).

COURSE SELECTION

There are three TPC courses to choose from: TPC at Sawgrass, TPC at Summerlin, and TPC at River Highlands.

- To cycle through the three courses, D-Pad ⇕.

- To see a video of the course, D-Pad ⇔ to highlight the movie reel icon and press **C**.

- To select a course to play, press **C**.

ROUND

Except when playing a Practice Hole or playing in a Tournament, the game lets you play nine holes (front or back) or all eighteen.
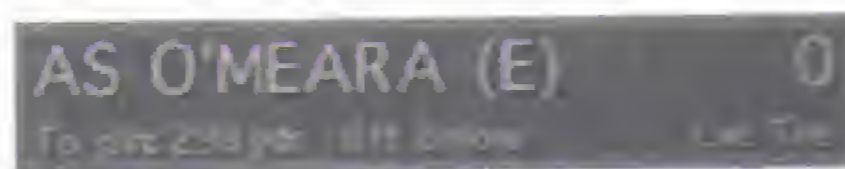
- To select a round, D-Pad ⇕ and press **C**. An overhead view of the course appears and you are taken to your chosen tee.

FORE!

All right—you're on the course, but how the heck do you play? Keep reading and you'll find all the information you need to play a great round of golf.
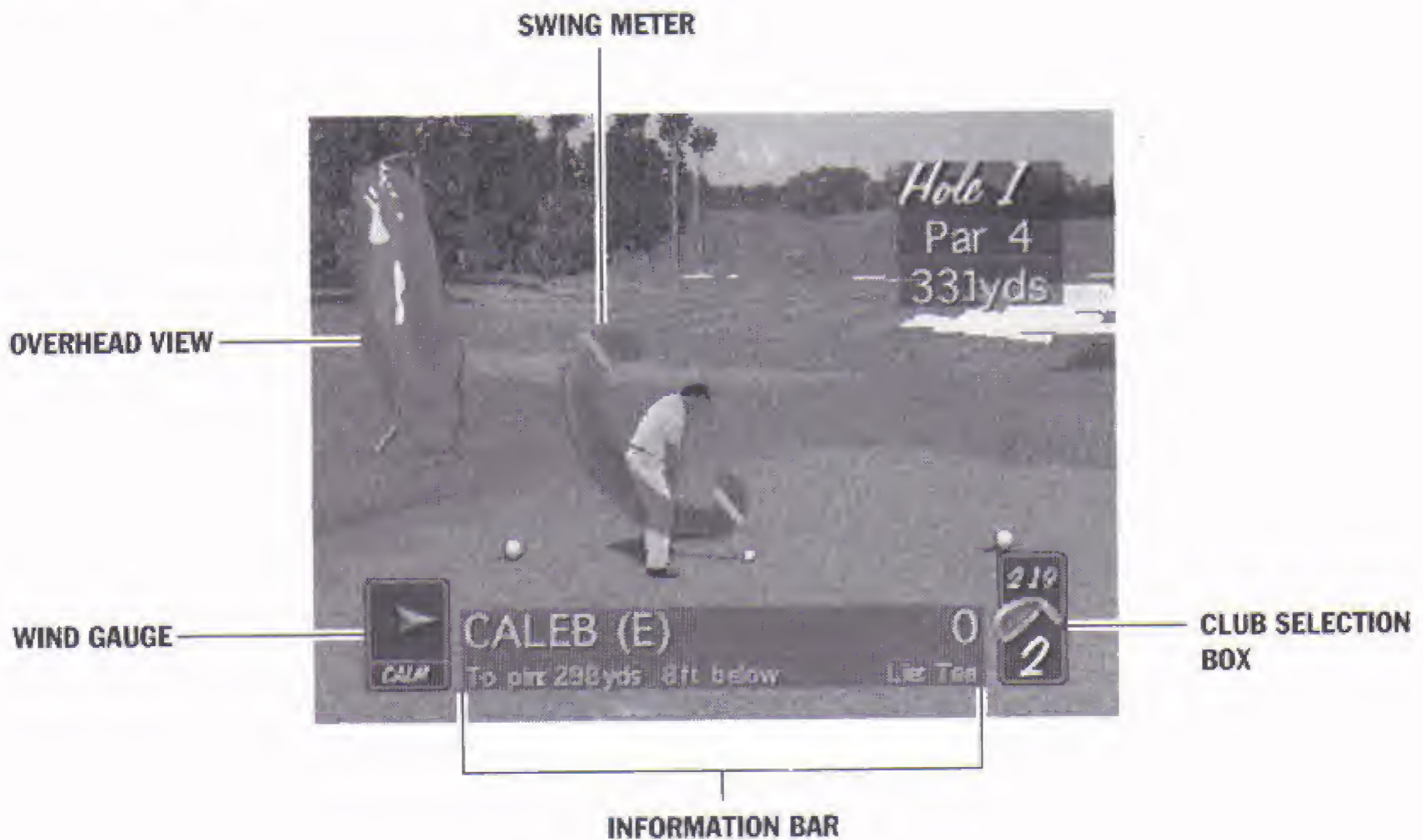
THE INFORMATION BAR

The Information bar at the bottom of the game screen provides the following information before and after each shot: golfer name, total score, strokes played on current hole, the distance to the pin, the height of the pin relative to your ball (if no distance is displayed, then the ball and pin are level) and your ball lie.

After your shot, the Information bar displays the distance of your shot and your ball lie.
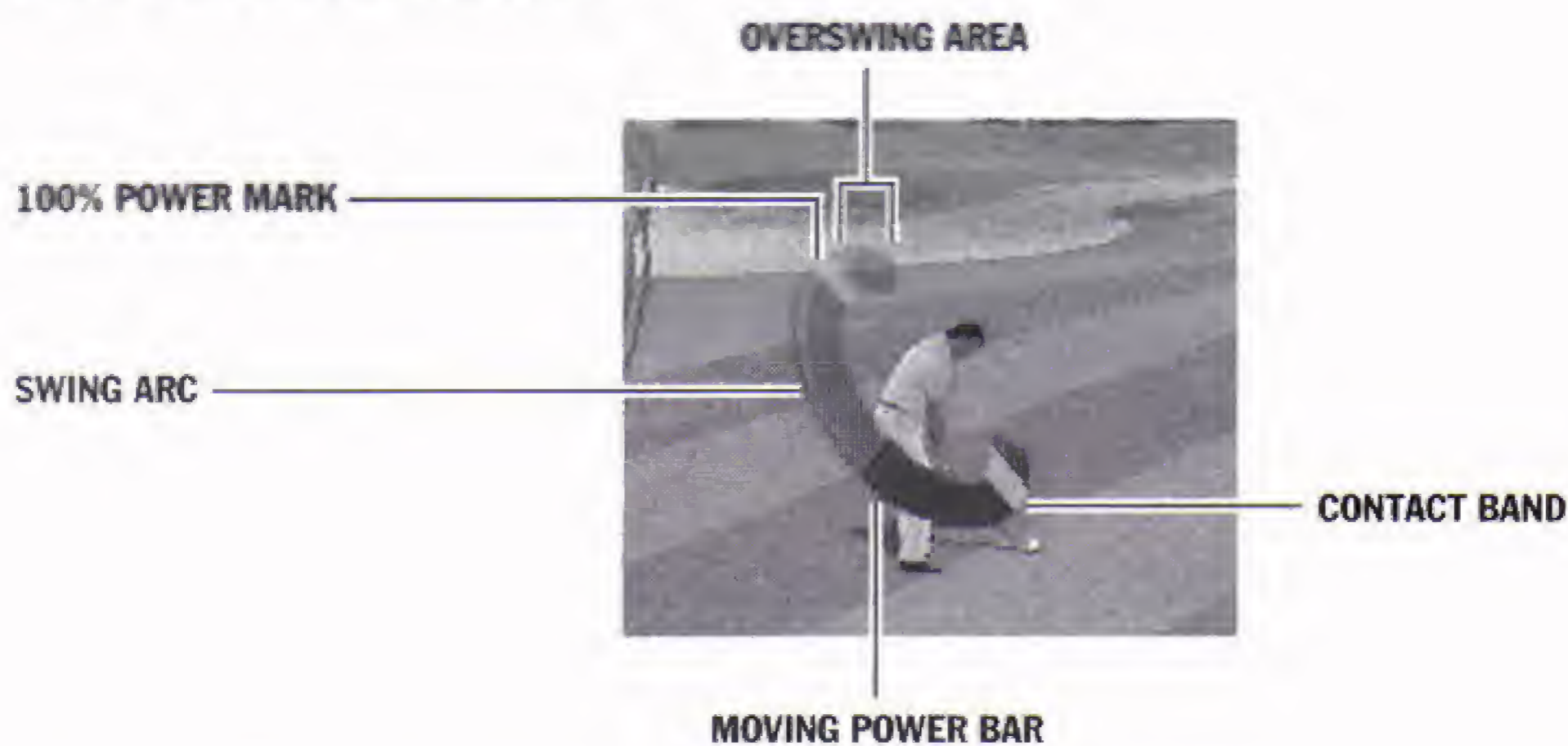
THE SWING

The swing is divided into three separate parts: the backswing, the downswing, and the contact. Each part is initiated by pressing the **C** button.

 (Press **C** to begin the backswing.

 (Press **C** a second time to stop the backswing and determine your shot power (distance of the shot).

 (Press **C** a third time to strike the ball and determine the accuracy of the shot.

The power and accuracy of the swing is tracked on the Swing meter with the Power bar.

THE SWING METER

OVERSWING AREA

100% POWER MARK

SWING ARC

CONTACT BAND

MOVING POWER BAR

You need to understand the Swing meter before you can make accurate shots consistently. The Swing meter consists of a blue Swing arc with a red overswing area at one end. and a yellow contact band at the other. The line at the top of the Swing arc where the blue meets the red represents 100% of your club's power. The red area above the 100% mark indicates the overswing area.

When you start your swing, a dark blue Power bar begins traveling up the Swing arc. When you stop your backswing, the Power bar leaves a mark to indicate where it stopped and begins traveling back down the Swing arc.

EA TIP *If you venture into the overswing area, beware. Your shots are more erratic and require greater accuracy.*

The center of the contact band at the bottom of the Swing arc, indicates a hit with no hook or slice on the ball.

When you stop your downswing with the third button press, the Power bar leaves a mark where the club makes contact with the ball. If the mark appears to the right of the contact band, the ball

slices to the right. If the mark appears to the left, the ball hooks to the left. The farther the mark is from the center of the contact band, the more the ball will hook or slice.

Caddie Settings

With the Caddie option set to **NOVICE** or AMATEUR, a yellow band at or near the top of the Swing arc marks the distance required to reach your target. On shots where you're too far away to reach the green, you might want to venture into the overswing area to increase your distance, but on shots aimed at the pin you should always choose a club that can get you there without overswing. Try to stop the backswing in or slightly beyond the yellow band to make sure your shot reaches the target. See *The Rules Screen* on page 10 for more information on Level settings.

AIMING YOUR SHOT

The game selects a target at the beginning of every shot, but you can change that target if you have a different strategy.

- To select a new target, **D-Pad in any** direction.

- To display the Target lie, press **RShift** + D-Pad ⇧.

The yellow Targeting arc appears, depicting the flight of the ball. The pointer at the end of the Targeting arc shows where the ball will land if you hit the ball in a straight line with no wind.

Whenever you're re-targeting the shot, the Overhead view (highly recommended) depicts the flight of the ball with a straight yellow line. See *Overhead* on page 21.

The Information Box shows the distance to target, the height of the target relative to the ball, and the target lie while you're repositioning the target.

CLUB SELECTION

Your caddie selects a club for you before every shot, but you can elect to change the club. The box at the lower right hand corner of the screen shows the current club. The distance potential of the club appears at the top of the box.

EA TIP *The distance potential of a club does not take into account the wind, fairway conditions, or ball lie. Measure your shots accordingly.*

- To select more club, **LShift** + **A**.
- To select less club, **LShift** + **B**.

NOTE: *The skill level you select from the Rules screen determines the maximum distance potential of a given club. (See* **The Rules Screen** *on page 10.) The putter is the only club available on the green.*

DRAW AND FADE

PGA TOUR 96 lets you play a draw or a fade with any wood or iron. Draw curves the ball from right to left, while fade curves the ball from left to right. Draw and fade are useful when trying to avoid hazards or negotiate doglegs.

- To increase draw, hold down the **LShift** + D-Pad ⇦.
- To increase fade, hold down the **LShift** + D-Pad ⇨.

The Spin window (screen left) indicates the degree of draw or fade imparted to the ball, and the yellow Targeting arc shows you the trajectory of the ball.

BACKSPIN

PGA TOUR 96 lets you impart backspin to the ball when using your irons: The short irons create more backspin than the long irons. More backspin increases the arc of the ball.

- To create backspin, hold down **LShift** + D-Pad ⇩.
- To decrease backspin, hold down **LShift** + D-Pad ⇧.

The Spin window appears to show the degree of backspin on the ball.

BALL LIE

Your ball lie effects the distance and accuracy of your shot. Shots from the sand traps, rough, heavy rough, and fringe are less reliable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. If not, you might wind up in even worse shape.

EA TIP *Put a little extra muscle behind shots from bunkers and the rough to blast your way out.*

PUTTING

Your caddie automatically selects the putter when your ball lies on the green or on the fringe.

  ◖ To increase your chance of making putts (particularly long putts) it's wise to consult the grid for any significant breaks in the green. See *Grid* on page 21.

AIMING THE PUTT

BULL'S EYE

On putts that look like they're going to break, you'll want to use the bull's eye to aim the putt. When the Commentary is on (see *Sounds* on page 20), you'll hear important advice about the break.

  ◖ To position the bull's eye, **D-Pad** in any direction.

AFTER EACH SHOT

After each shot, several options appear on the game screen. OK and REPLAY appear after every shot, while MULLIGAN and GIMMIE appear only when those options are active (see *Mulligans* on page 11, and *Gimmies* on page 11). If you hit out of bounds the rehit button appears, and if you land in the water, you can select drop as well.

◖ To continue to the next shot or hole, D-Pad ⇕ to highlight OK and press **C**.

Replay

◖ To view a replay of your shot, highlight REPLAY⇧ and press **C**.

◖ To view a reverse angle replay, highlight REPLAY⇩ and press **C**.

Rehit/Drop

The rules of golf penalize players one stroke for hitting the ball into a water hazard or out of bounds.

Water Hazards

When the ball lands in a water hazard, you have one of the following two options:

◖ You can REHIT the ball from its original spot and take a one stroke penalty.

◖ You can DROP the ball where it crossed the water, then hit from there with a one stroke penalty.

Out of Bounds

When the ball lands out of bounds, you must rehit your shot from its original spot, adding one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

GOLFER PERSPECTIVE

Before each shot the golfer automatically faces toward the pin, unless the golfer is at the tee on a hole where the pin can't be reached in one shot, in which case the golfer faces toward the middle of the fairway. However, you can shift the golfer's perspective to get a different view of the course.

- To shift the golfer's view right, press **RShift** + D-Pad ⇨.
- To shift the golfer's view left, press **RShift** + D-Pad ⇦.
- To return to the default perspective, press **X/■**.

THE SETTINGS MENU

FLY BY
END GAME
SAVE GAME
SCORE
OVERHEAD
GRID
OPTIONS

The Settings menu gives you access to a variety of options at any time before the shot.

- To display the Settings menu, press **B**.
- To remove the Settings menu, press **B** again.
- To make selections, see *Selecting Options* on page 5.

OPTIONS

There are a variety of game options to customize available during play.

RETURN TO GAME   **Returns you to the course and game in progress.**

CONDITIONS   **The Wind affects the flight of the ball, both by increasing or decreasing the distance in the air and by pushing it to the left or right. Check the Wind gauge at the lower left corner of the screen to determine the direction and speed of the wind. The wind condition appears below the wind box. CALM: no wind , BREEZY: 10 mph, WINDY: 20 mph.**

The Fairway condition affects the roll of the ball after it lands. NORMAL: perfect fairway conditions, DAMP: ball rolls a shorter distance, DRY: ball rolls a longer distance.

The Greens condition affects the roll of the ball after you putt it. NORMAL: perfect greens conditions, SLOW: ball rolls slower and not as far, FAST: ball rolls faster and farther.

RULES   **Change the Level, Caddie, Gimmies, Mulligans, Tee, and Pad options. See *The Rules Screen* on page 10.**

SOUNDS   *Music:* **Toggle the Music ON/OFF.**

Sound: **Toggle the sound effects you hear on the course ON/OFF.**

Commentary: **The commentary offers advice about putting and comments about the score. Toggle the Commentary ON/OFF.**

DISPLAY

Display settings let you customize the display defaults for your current game.

Overview: The Overview screen appears prior to the hole and offers an aerial view of the hole as well as a general description of its characteristic features. Toggle the Overview **ON**/OFF.

Detail: Detail settings let you adjust the distance within which detailed objects (like trees) are drawn on your screen. Cycle between LOW, **MED**, and HIGH.

Auto-Grid: Auto-Grid displays a contour grid whenever you are on the putting green. Toggle **ON**/OFF. The contour of the grid shows how the putt will break.

GRID

Select this option to temporarily display a contour grid for your current shot. The grid is most useful on the green, where the contours of the putting surface are difficult to discern with the naked eye.

OVERHEAD

Select this option to permanently display the Overhead view of your current hole on the game screen. A yellow line appears on the Overhead view to show the direction and distance of your shot (at 100%, straight, with no wind). The golfer with honors appears as a blinking dot.

SCORE

If you wish to see the scorecard of the current game, select this option. Only nine holes appear at a time, so if you're on the front nine, the scorecard for holes 1-9 appears. If you're on the back nine, the scorecard for holes 10-18 appears. There are several options to select from this screen.

BACK/FRONT NINE   To bring up the scorecard for the other nine holes, select this option.

PUTTS/SCORE   To see how many putts you've taken on each hole, select PUTTS. To go back to the Scorecard, select SCORE.

STATS   To see your current stats, select this option.
                         For a description of the individual statistical
                         categories, see *Game Stats* on page 26.

SAVE GAME

Save any number of games, depending upon the space you have
available on your 3DO Interactive Multiplayer. (See your 3DO
documentation for information on freeing up space for saved
games.) The game is saved up to the last competed hole, so the
best time to save is before teeing-off. If a previously saved game
already exists, you are given several options.

- To replace the last saved game, press **A**.

- To save the game without overwriting any other saved
  games, press **B**.

- To cancel the command, press **C** and return to the game
  screen.

NOTE: *If you do end up using a memory manager to free up
additional space for PGA TOUR 96 games, please make
sure you do not delete the PGA TOUR 96 Prefs file, as this
contains all the information for your saved game options.
This Prefs file only appears when you change the default
options in the middle of a game.*

END GAME

To end the game and return to the Main menu, choose this option.

- Press **C** to exit. Press **A** to cancel and return to the game
  screen.

FLY BY

This feature displays, in the center of the game screen, a Fly By
movie of the current hole. The movie shows the hole from the
perspective of a camera 8 feet above the ground that flies from
behind the blue tee along a path to the green. Audio commentary
and music are provided.

Press C to use each option

QUIT THE SCREEN

PLAY/PAUSE THE FILM

PLAY FRAME BY FRAME

SCORING

There are a number of different scoring methods used by pros and amateurs alike. *PGA TOUR 96* offers the most popular methods, described below.

STROKE PLAY

The goal in Stroke play is to complete a round in the fewest strokes. Whether you're one player or in a group, you're competing against par. This is your basic round of golf.

In Stroke play, players can choose to play from the red white, or blue tees, and mulligans and gimmies are allowed.

First tee-off honors are awarded to the player with the lowest score on the previous (or most recently won) hole.

MATCH PLAY

For two to four players, the goal of Match play is to win as many holes as possible against the other players. To win a hole, you must achieve the lowest score. If two or more players "halve" (tie) a hole, the score remains the same and the players move on to the next hole. At the end of the round, the player who won the most holes wins the match. If, during the match, a player is leading by a number of holes greater than the number of holes remaining, the match automatically ends and the leader is declared the outright winner.

If, after the last hole, two or more players have won an equal number of holes, the tied players begin a hole-by-hole playoff to determine the winner of the match.

All players are required to use the blue tees, and there are no mulligans or gimmies allowed.

NOTE: *Putts are not accessible on the Scorecard in this mode.*

THE SKINS GAME

The Skins Game is similar to Match play, except the stakes are higher. Each hole is assigned a monetary value called a "skin." To win a skin you must win the hole outright. If two or more players tie ("halve") a hole, then the skin for that hole is carried over to the next hole. Theoretically, all eighteen skins can carry over to a single hole.

If two or more players "halve" the last hole, all the players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

All players are required to use the blue tees, and there are no mulligans or gimmies allowed.

NOTE: *Putts are not accessible on the Scorecard in this mode.*

TOURNAMENT PLAY

This section discusses the Tournament scheme—rules, cuts round by round, and prize money.

Rules

Up to four players may compete in a group during tournament play, but realize that playing as one player or in a group, you're playing against the entire field of 58 PGA TOUR professionals for the prize money.

Players must play from the blue tees, and neither mulligans nor gimmies are allowed.

Making the Cut

There is no player cut after round one. After the second round, the top forty players move on to the third round. If more than one player ties for 40th, then all those players make the cut and move on to the third round.

After the third round, the players with the top 40 scores move on to the fourth round. If more than one player ties for 40th, then all those players make the cut and move on to the fourth round.

The Leaderboard

The Leaderboard screen appears automatically at the completion of every hole. The Leaderboard screen displays the top players in the tournament, including any player-controlled golfers or PGA TOUR pros in their group.

The players are ranked in order of total score, with a "T" indicating "Tied". For example, if there are three players tied for 5th place, T5 will appear before all their names. Also listed is the hole they just completed (18 usually means they've finished the current round) and their total score thus far for the tournament.

- To see the rest of the field's scores, highlight MORE and press **C**.
- To exit the Leaderboard, highlight CONTINUE and press **C**.

You cannot access the leaderboard during play.

Sudden Death Playoff

If two or more players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff to determine the winner. After the final round, the Leaderboard displays the Total Score and Money earned for each player.

PGA TOUR 96

GAME STATS

PGA TOUR 96 keeps a wealth of statistics that encompass every facet of the game.

LONGEST DRIVE — The player's single longest shot off the tee with the ball landing on the fairway.

DRIVING AVERAGE — The player's average distance off the tee.

DRIVING ACCURACY — The percentage of the player's tee shots that land and come to rest on the fairway.

GREENS IN REGULATION — The percentage of times the player reaches the green at least two strokes under par. For example, on a par 4, you must reach the green in two shots to be considered as having reached the green in regulation.

PUTTS/G.I.R. — The average number of putts a player takes to finish a hole after reaching the green in regulation.

SCORING AVERAGE — A player's average score over an 18 hole round.

BEST ROUND — A player's lowest score over an 18 hole round.

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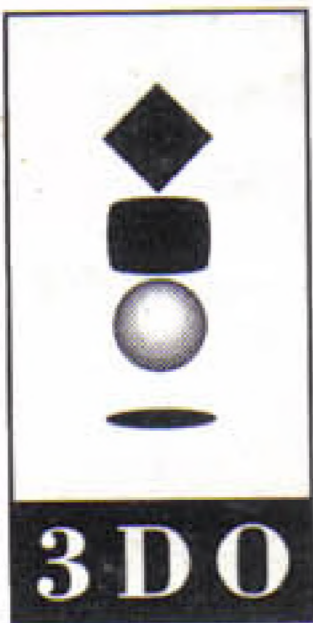
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